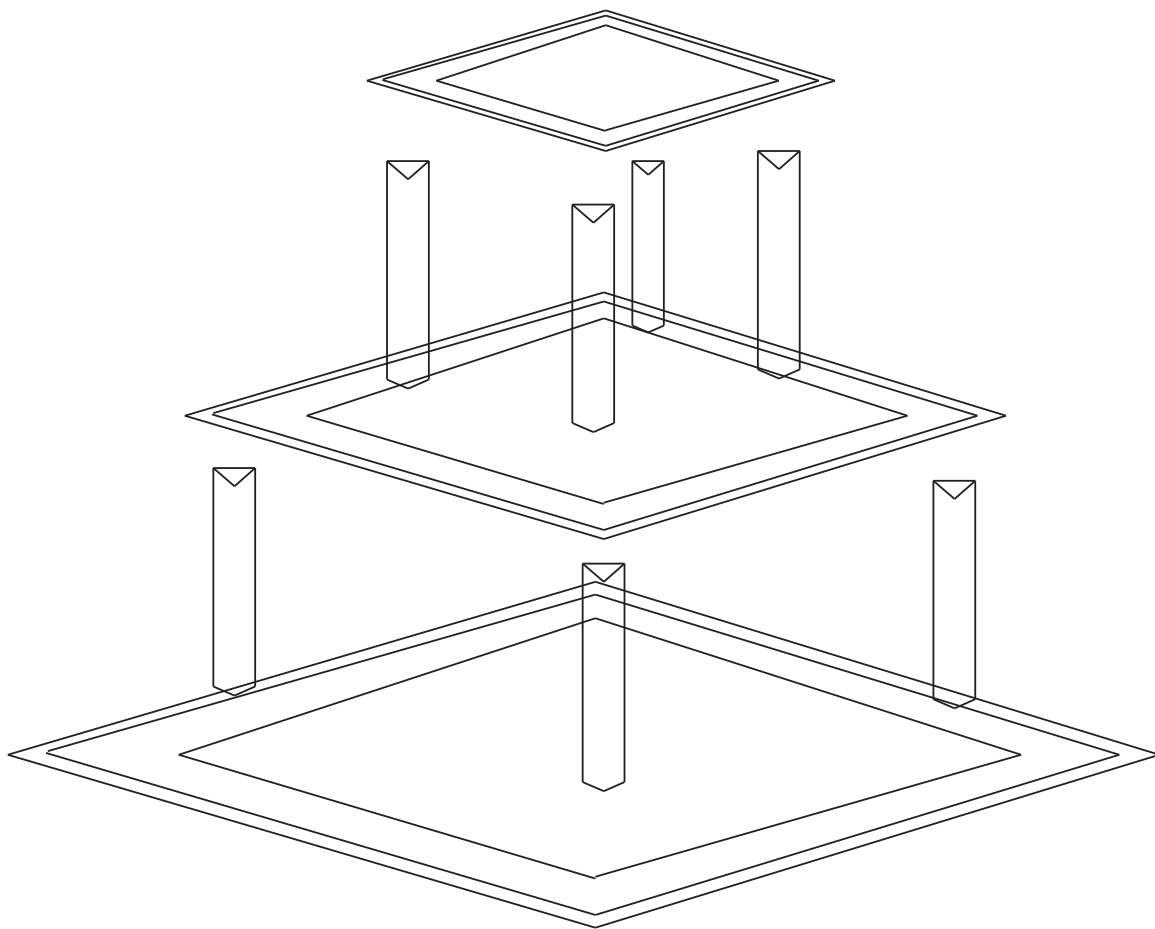


LIAM ALLMAN
STORY ADAPTED: *SEA OAK*

I envision *Sea Oak* as a competitive multiplayer game for more than four players, set on a multi-tiered board. Effectively, the game would at first follow a “Monopoly” mold, with players on the lowest level taking “shit jobs” for petty cash, and then picking up as they progress further in life and are making more money and moving up on the tiered board.

Players will be able to choose “Archtypes,” between the Narrator (emphasizing his stripping job and whoring himself out to get ahead, at greater risk to the player playing him), Jade (in a similar situation to the Narrator, earning small pay for doing questionable things at her retail job), or Min (who takes care of the children, requiring more work for less pay but with incentives to make her a roommate, as detailed below). These archtypes will all have different abilities, and will progress according to their archetype: the Narrator will eventually become a lawyer, Jade a manager, and Min, though she will not become employed, will offer increasing benefits to players that she teams up with.



Although the game board would start out clogged with a large amount of players all competing with each other, the game will include two mechanics to keep even the losing players involved.

Mechanic number 1 will be rooming together. As per the protagonists in the short story, the players can “room together” to split individual costs, and also take a portion of the others’ income. This can lessen the blow of the many financial pitfalls throughout the story, but it also makes it more difficult for the player to advance on their own. Once players have chosen to room together (with a limit of three per room), gameplay balance means that they will not be able to change their pairings (lest everyone just try to room with the player who’s winning). Min archetypes will have particular incentive to team up this way with others, and will receive bonuses for doing so.

The second mechanic will be the Death Mechanic, which will happen when a player falls to zero finances. The player will be considered “dead,” but any room/team that they belonged to will begin to experience financial benefits for a select amount of rounds, representing the fallen player’s angry corpse sticking around to browbeat the roommates about their failures. If that room wins within the courtesy rounds (before the dead roommate rots away entirely), the dead roommate is still considered to have won.